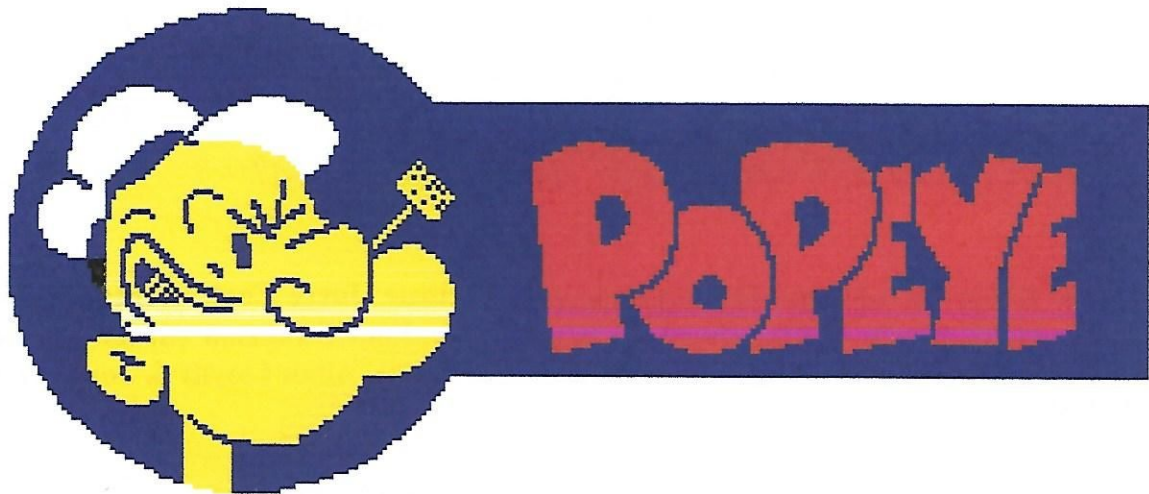



**Desert Island  
Disks**
  
 Issue 5  
 April 2000 Price: £2  
 The Fanzine that takes Speccy games seriously.



**FULL SOLUTION IN**  
**POKEWORLD**

**PLUS FOOTBALL FRENZY, THEY STOLE A MILLION & ANDY  
 RYALS' POKEWORLD POKES**

**Speccy Tour 2000.**

The ultimate Speccy games playing tournament. More information on page 7



**Desert Island Disks.**

**JON RITMAN** tells us which games he would take with him to a deserted island.

**The Speccy catches on.** Play your Speccy games from CD. Page 16.

**Spectra:**  
**BOING, Shut Your Mouth, Top 10 & reviews.**

**They Stole a Million & Cavelon Reviewed.**

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Thanks to the following people for helping with this issue: **Joyce Cook (Contact person & big help)**, **Gerda Bruhn (Printing of mag)**, **St. John Swainson (Spectra)**, **John McIntosh**, **Andy Ryals**, **Zeljko Juric**, **Aleksandar Lukic**, **Allan Lloyds & Jon Ritman (WOW)**.

**Next issue will be available (hopefully) August 2000. If you want to order a copy, then follow these instructions.**

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If you have any comments on the mag, please let us know.

DESERT ISLAND DISKS

MICHAEL BRUHN, PETERSBORG 23, 6200 AABENRAA, DENMARK.

E-MAIL: [frankie@image.dk](mailto:frankie@image.dk)

HOME PAGE: <http://www.image.dk/~frankie/>

## Editorial - The Editor Speaks Up.

It's once again been tough, but well worth the hard work I think. I hope you agree, that this fifth issue is worth reading.

As you'll read inside I've decided to start a Speccy games playing tournament called Speccy Tour 2000. I hope that it will become a success, so that we can run a Speccy Tour 2001 next year and so on. Please check it out, and if you like the idea, sign up and join the compo.

What's new on the Speccy front then? Good news is that no Speccy mag or diskzine has gone down since the last issue of DID, and I can assure you that there's a lot of good mags out there. If you would like something else besides DID, I can recommend Crashed, AlchNews, Hackers Hangout and the German Zine Spectrum & SAM Profi Club aka SPC. This is of course if you can read German. If you would like more information about these publications, please contact me, as we once again couldn't find space for the contacts list. We'll try to include it in the next issue.

No extras this time, like with the Price of Magik booklet which came with the last issue, but with a full solution to that great DK'Tronics game Popeye. I don't think a full solution to that game has ever been printed in any of the big Speccy mags from back then. Am I right?

Well, the next issue will arrive in August this year and will have an update on the Speccy Tour 2000. I'm really looking forward to see if this turns out to become a success.

Finally, once again a big thank you to everyone who have helped with DID in the past. I hope you all stay on board and keep on supporting this mag. Enjoy reading. Bye.

REVIEW — REVIEW — REVIEW — REVIEW — REVIEW — REVIEW — REVIEW

Game: Cavelon  
 Company: Ocean  
 Author: Christian Urquhart  
 Released: 1984  
 Type: Maze Game  
 Joystick: Kempston, Protek & Sinclair 2  
 Machine: 48K

Graphics	■■■■■□□□□□5
Sound	■■■■■□□□□□6
Playability	■■■■■□□□□□J 7/ K 7
Addictiveness	■■■■■□□□□□8
Overall	■■■■■□□□□□7

Ah yes...maze games. A prime example of a simple concept made good. Pac Man started it, Gauntlet took it up a notch, Xybots and Gauntlet 3 took it as far it could go for 8bit machines. Cavelon, fits in this category nicely, though this was a game often underrated and rarely credited.

Coming out in the mid 80's, this was one of my very first games. The aim was to fight through five different levels, and earn a battle against the Wizard for supremacy...the usual, "same ol", same ol" then.

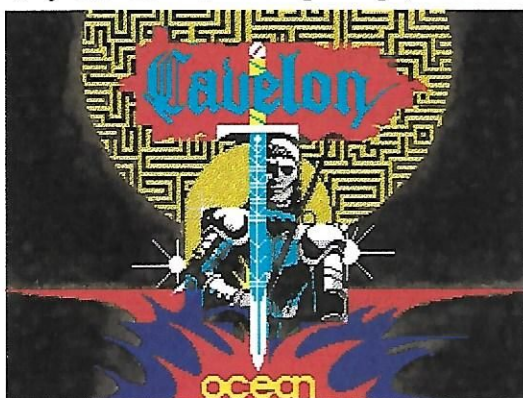
Anyway, upon starting the game, we're treated to Shock No. 1 - a Cut Scene, albeit a simple one. In this day and age of Playstations, N64's and Dreamcasts, you'll rarely find a game without any. But that's now. Cavelon was the mid 80's. Cut scenes were cheap promotional move tie-in give-aways on the back of a cereal box. Games never had 'em, there just wasn't enough memory to do it. But Ocean did. And they threw in a little bit of comedy, too. At the beginning, we see our hero the knight, on his horse, riding up past the castle, before performing what can only be described as a handbrake stop. Then when the knight dismounts and enters the castle, we see he's twice as big as the horse anyway! Da poor thoroughbred....

As the game begins in earnest, we're treated to Shock No. 2...In-Game Music. Not great music, but certainly a one off back then. Today's machines can sample CD quality music for use in their games...all we had was a BEEPer.

Yet with that, Ocean still managed to fit in not one, not two, but three in-game tunes for our pleasure. Man, we were spoilt, weren't we?

Moving away for the technical points to the gameplay itself. The gate to the next level is split into 8 pieces and scattered around the current level, so your mission is to find and collect these 8 pieces. It's not going to be easy (it never is), as guards are running around by the bucketful. Most (red guards) need just one shot to kill off, but some (magenta guards) need two. Another point to take heed of; when you shoot one, another one re-appears at another point on the screen, so there's always a supply of villains to work over. You do have an unlimited amount of bullets, but be careful with your aim - you can only shoot one bullet at a time, and it has to hit something (a wall, a guard or the edge of the screen) before you can shoot again.

There are other things within the confounds of the level. There are shields and stuff, but these are only available as bonus pick ups, and don't do anything for your armour or your firepower. One



One of David Thorpe's many incredible loading screens.

thing that does are crosses which float around the level now and again (you have a couple to start the game with anyway). Collect one, and activate it by pressing Symbol Shift and all the enemies disappear for a short while (so they are evil after all..!), allowing you to roam around for a few seconds. Use these to collect gate pieces which are heavily guarded or when you're in a jam.

With most maze games, the design of the maze as well as the characters within them, are what makes the game good. With Cavelon, there are good points and bad points. The levels are quite intricate, sometimes too intricate if truth be told, and while you'll never get totally lost, working out a pre-planned route will definitely help.

One nice touch is how the guards will not shoot at you if their backs are towards you...but when they turn around, you better be somewhere else. Talk about quick-draw-if you're in their line of fire when they turn to face you, you're gonna know about it.

The biggest problem I think with this game is the control. With each level as intricate as it is, with all the guards as trigger happy as they are, you should be ideally able to move around swiftly, darting in and out of alcoves, sprint down corridors, and avoid enemy bullets. But somehow, it's not that simple when playing, and you find yourself getting caught by a bullet because you tried to run or move out of the way, but just couldn't quite make it. Once or twice you can deal with, but it can get a wee bit frustrating if it happens over and over. Another problem concerns the crosses. There's no problem with using them, catching them in the first place though can be trying. Some times walking into one won't work, you got to trap one against a wall before you can claim it. I found that it's when I go chasing after one of these, is when I lose most of my lives; I'm so concerned with the cross, I forget about the guards, who are just waiting for half a pixel's opportunity to let fly with their crossbow (it a medieval based game, so I guess it would be crossbows, rather than gun and bullets). And what's with the "dual purpose" Bonus timer? Counting down from 5000, if you finish a level before the bonus timer runs out, whatever's left is added to your score as usual...but...if the timer runs out before all gates pieces are found, you die and lose a life! Sneaky!

All of the above means that even after 15 odd years, I still haven't got past Level 3...or maybe it's me?!?

But these are small complaints, and I guess we can live with that. It's not a great game, it hasn't aged well really, and it's been bettered by others. But don't let that stop you. This still plays alright, and provides a bit of fun for some, a bit of a challenge for others, and if you're like me, a bit of both. A nice, nostalgic bit of Specky history.

*John McIntosh*

# NEWS

## Willy madness on the net.

It's hard to believe, but since the last issue of DID, 6 games have been released starring Willy. So, I decided not to review any of them as it would fill the whole mag, and basically they are all the same. I don't believe that Eugene - Lord of the Bathroom can be topped. But if that should happen, be sure we'll be there with a review. Here is a list of the new Willy games, enjoy:

*Jet Set Willy: We Pretty - Andrew Broad (released 23/12-1999)*

*Manic Miner: The Hobbit - Andrew Broad (released 5/1-2000)*

*Jet Set Willy: The Lord of the Rings - Andrew Broad (released 5/1-2000)*

*Jet Set Willy: Willy Takes a Trip - Geoff Eddy (released 19/1-2000)*

*Manic Miner 2000 - ? (released 1/2-2000)*

*Jet Set Willy: Willy's Afterlife - Abdan De Corcy (released 16/2-2000)*

Willy Takes a Trip: <http://www.cix.co.uk/~morven/jsw.html>

The 5 other games: <http://www.cs.man.ac.uk/~broada/spectrum>

## Sonic for the Speccy this year?

There is a chance that Sonic ZX will be released sometime this year. It's done by Team ZX which includes some very experienced programmers and some artists and musicians from all around the world. The game will have a total of 48 zones with 3 acts each. Sounds promising. For more information, go here:

<http://users.forthnet.gr/xan/spectrum/sonic.htm>



## Lemmings for the Z88.

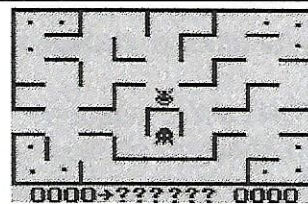
Dominic Morris has made a Z88 version of that incredible Psygnosis game. You can get it at Z88 Forever:

<http://www.menaxus.demon.co.uk/z88/z88home.htm>

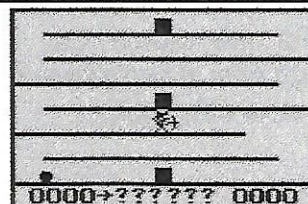
## Videopac G7000 Emulator for the Speccy.

There's probably not that many machines that you can emulate on the Spectrum, but Johan Koelman has made a Videopac G7000 (known in the U.S. as the Odyssey 2) emulator to run on a Spectrum. It's a bit slow, but Johan will be dealing with that in future releases. For more information, send Johan an E-mail at:

[johan\\_koelman@deltalloyd.nl](mailto:johan_koelman@deltalloyd.nl)



Above Muncher and below Pickaxe Pete. Two already emulated games to use with the Spectrum Videopac emulator.



# Desert Island Disks

Welcome once again to Desert Island Disks where someone famous or not so famous will name his/her top 5 games to bring along on a deserted island. This time one of the top Spectrum programmers from the good old days will give you his choice of games. He made such classics as the Match Day games and the incredible Head Over Heels. I'm of course talking of Jon Ritman. For me Jon was one of the best Spectrum programmers back then, along with Matthew Smith, Pete Cooke and the Ultimate team. So, it's a honour that he agreed on doing this column. Thank you, Jon. I hope you like this fanzine.



Author of several  
Spectrum classics,  
Jon Ritman

## 1. JETPAC - Ultimate

The first game that made the spectrum look like a professional arcade machine, a very simple game that logic says wouldn't have any staying power but I played it for weeks.

## 2. JET SET WILLY - Software Projects

The first big game. A game that introduced addiction caused by the wish to see what else the game contained. Up to this point the vast majority of game took place on a single screen (or a few screens if you were lucky). This is the game that made an artistic career possible in the games industry (you need a lot of art to keep the player wondering what's next).

## 3. KNIGHT LORE - Ultimate

I can remember my first sight of KL like others remember where they were when they heard Kennedy was shot (yes I'm old enough to remember that too, substitute Lennon if you're younger). This is what I'd been waiting for in a game, a Disney quality cartoon that I could play, Wow! Within days I started programming my own isometric game (Batman).

## 4. SPINDIZZY - Electric Dreams

One of the best ideas I've come across and very well executed, although some of the idea was derivative of Atari's Marble Madness, the sheer scale of Spindizzy kept me playing for months. Hundreds of excellent puzzles with many different styles.

## 5. MATCH DAY 2 - Ocean

I know I shouldn't do this but I played this game more than any other and never got bored of it. I have to say that being able to program the game you want sounds wonderful to anyone who has never done it, but as any games programmer will tell you it is very rare for such a game to hold any interest for the programmer as he just knows it too well. For me Match Day II was an exception (although only in two player mode, I could beat the CPU teams with ease).

### Jon's Spectrum software history:

1983 Cosmic Debris - Artic  
1983 3D Combat Zone - Artic  
1983 Dimension Destructors - Artic  
1983 Bear Bovver - Artic  
1984 Match Day I - Ocean  
1986 Batman - Ocean  
1987 Head Over Heels - Ocean  
1987 International Match Day - Ocean  
1987 Match Day 2 - Ocean

# Speccy Tour 2000

## The Spectrum games playing tournament

### What's this all about?

The Speccy Tour 2000 is a games playing tournament that will run for 6 months, giving you the time to improve your scores in the games that take part in the tournament. This means that you don't have to rush your scores. There's plenty of time to make a good score. It's my plan to make such a tournament every year, and each year 10 games will be picked in which everyone who registers for the tournament will compete. This year I've picked one game from each of the years 1982-1991. I hope, when the list of games are announced (1 May 2000) that you jump up and down screaming because you are an expert in most of them.

**Start Date: 1 May 2000**

**Ending Date 31 October 2000**

### Rules:

Every player must send at least one score (Z80 or SNA file only) for all ten games. Players who don't submit a score for all ten games are disqualified. You can send as many scores for a game as you wish, as long as they are higher than your previous score. Standings are updated once a week on the DID website. If you don't have internet access, I'll send you the information on which games take part in the tournament the 1st May and you'll get a disk with a text file once each month with the latest standings. Please let me know if you would like that.

### Point System:

The highest score (the topscorer) in each game gets 100 points. His/Her score is made equivalent to 100%, meaning that if the topscorer, for example, has a score of 100.000 points and your submitted score is 70.000, you are awarded a score of 70% equal 70 points. The scores from all your ten games will be added together to get a total score (which max can be 1000 points), and out of that the standings will be calculated.

### What do I need to take part?

An emulator that can make snapshots in either Z80 or the SNA format, that's it.

### What do I do with my Highscore Snapshots?

Send them to me (Michael Bruhn), either attached to an E-mail, or if you don't have internet access, then you can send your scores on a diskette with the post.

**IMPORTANT:** Always keep a backup of your scores until I've notified you that I've received it and accepted the entry.

### To prove your scores:

To do this, you must send me a snapshot of your game after you've finished it. Explanations on when to make your snapshot will be put online together with files of the games taking part in the Speccy Tour 2000. In that rules set you'll also find .SCR files showing the screen on which you should make your snapshot. Once again if you don't have internet access, I'll send you this rules set together with the .SCR files with the post.

**IMPORTANT: ONLY FILES OF THE Z80 OR SNA FORMAT IS ACCEPTED.**

**Snapshots will be checked and judged by:**  
Michael Bruhn (*frankie@image.dk*)

**Prizes:**

None, you'll have to play for the honour :-)

**Can I take part if I only have a Spectrum, by sending Multiface (or any other backup interface) copies?**

NO. Sorry, but it takes too much time checking tapes and they are not as reliable as disks.

**I still have one or more questions, what do I do?**

Well, ask me, by sending me an E-mail, and your question(s) will be included on the Speccy Tour 2000 FAQ page.

**How do I register?**

If you have Internet access you can register by filling out a form which you'll find on the DID website <http://www.image.dk/~frankie/>, and you can download the 10 picked games there as well on the 1st May. If you don't have access to the net, then send me a letter with your Name, your Address from where the disks with your scores will be sent. Please remember to let me know if you want to be updated on the standings once a month. I'll then send you a disk with the 10 games and the rules on the 1st May. It would be kind of you if you would include a disk with your registration letter. Thank you.

If you don't want to be updated once a month, there'll be an update on the standings in the next issue of DID (September 2000).

Now, it's up to you to make this Tournament a success which is worth running every year. Good Luck to you all.

**The Speccy Catches On.**

Copy your Spectrum tapes onto CD  
£2 + 10p for each track + postage  
Send SAE to address below for  
more details:



Allan Lloyds  
Immervoulin  
Strathyre  
Nr Callander  
Perthshire  
Scotland, FK18 8NJ  
UK



Game: They Stole A Million  
 Company: 39 Steps (Ariolasoft)  
 Author: Tigress Designs  
 Released: 1986  
 Type: Strategy/Management  
 Joystick: Sinclair & Kempston  
 Machine: 48K/128K

Graphics      ■■■■■■■■□□□7  
 Sound         ■■■■■■■■□□□6  
 Playability   ■■■■■■■■□J9/K9  
 Addictiveness ■■■■■■■■□9  
 Overall        ■■■■■■■■□□8

Nowadays, when almost all of the Speccy games are just “one-click-away” from our favourite emulators, it’s so easy to neglect a superb game. Even if we download it, without proper information about the game, after few unsuccessful attempts, we’ll look for another one, probably a plain “run’n’gun” game, while the jewel falls into oblivion. This review is for all those of you who were too young when this title came in sight or too fearful to get to grips with thinking games.

TSAM looks like a management game but, on account of numerous logic/strategic elements, it overcomes that genre. Also it can’t be classified as clear strategy. Considering the action elements which can be interwoven in this type of game, like controlling the crew in pitstop in CRL’s Formula One, TSAM is far beyond any other. The game consists of two parts, the first one we can call “preparation stage” while the second is a place where you plan and commit robbery. Players interface is realized as four directional moving through nested menus that pop out when we request them with the fire key as validation. Via keyboard we can use keys from 6 to 0, if the Sinclair joystick is selected. In the game you take a role of gang boss, perspective newcomer in the world of criminals, who builds his career by successively entering in more and more risky deals. (“He, who dares wins!” - sound familiar?)

The first robbery is introduction to the TSAM world, alarm, locked safe and unpredictable police-time-limit for action are the first learned obstacles. Police response time after alarm triggering is shortened after every level. Art Gallery except variety of alarm systems doesn’t bring anything new, only sets very high “financial condition”, i.e. first two raids must be done excellently in order to collect enough money for realisation of the third robbery. Diamond Merchant will bring financial independence for all further achievements, but besides alarm and armoured door, here you deal with patrol guard and system of cameras placed in a few rooms, monitored by another guard. Oh yes, Merchant is a two-floor place! Yummy! High Street Bank introduces alarms with delay time, because reaching to the alarm disabling place, requires crossing over protected zones. It’s excused therefore guards can’t trigger alarm on their patrol route, also partially placed through alarmed areas. And at the end, the crown of everybody’s career is waiting for you. Narburak Museum with Pharaon’s Death Mask. Wide area plus two floors, full of alarms, some on pressure with instant response, some infra-red based with small delay and a new one, alarm activated by human breath! Schemes of camera’s activity or guard route can’t be bought because nobody dares to get out this info. You are entering almost in the “black box”. The worst of all is that the guards are bullet-proof, they always check door state (close & lock / open & unlock), and if any of your buddies are spotted, alarm centre will be contacted immediately by radio link. Police alarm response here is the fastest, 35 sec (checked!). Impossible mission?

In the first part. on the screen you can see the main menu and the status display. "A must" options in main menu are: Buy Plans, Hire Team and Get Fence. The use of other options are obvious to all readers (New Game, Save/Load Team, Joystick).

After selecting "Buy Plans" you choose a target of your action, first read History about that place and if you want to proceed to the planning stage you have to buy a building blueprint. Information folder shows up, facts about Value of Swag, Security and Alarm System are in front of you. Further information folder is available but, it means that boss's cash fund becomes thinner.

"Hire Team" brings Personnel folder from which you'll find the ideal gang members for actual robbery. Important information is 1st & 2nd skill, fee amount and cut of take. Wise combination of skills can reduce number of members i.e. minimize "personnel" costs. For proceeding to the second part you must have a driver in your team.

In "Get Fence" you'll find the ideal pusher for swag. The wrong choice decreases gang's income.

Status Display is recapitulation of all your choices (target, team, fence) and shows how much cash is left. All personnel choices can be redone until you click on the last main menu option - Plan Raid, which is proceeding to the second stage.

Two phases can be recognized in the second part: first you plan the raid and then finally commit it. During planning phase, upper half of screen is building blueprint whose wealth of information depends on what you bought in Buy Plans section (marked rooms under alarm, locations of cash/silver/..., security cameras...) In the bottom half, on left is task palette i.e. icons for giving orders to the gang members, the middle belongs to portrait of the fellow to whom you currently "talk". On the right you have small icons of all selected companions, timer for team synchronisation and the message box. In the commit phase building blueprint is swapped with action display, colourful place where objects are authentically drawn, not as boxes anymore.

Few more words about two of the most interesting on-screen elements. Task palette is "position sensitive", if you for example approach an alarm - screwdriver (enable al.) and spanner (disable al.) are shown up, beside safe - bag (rob safe) etc. Basic commands (move, wait, delete step...) are always present. Choosing an icon means execution of associated action, so if you click on move-icon you're ready to move controlled fellow on blueprint (i.e. space). Pressing fire is way back to palette. Every action takes logical amount of time, 1 step - 1 second, pick lock - 12 sec. if it's 1st skill, 16 sec. if 2nd, 24 sec. for intelligent inexpert, while square-heads usually can't perform this task. Function of message box depends on are you in: moving mode, setting task mode or commit phase. Therefore in box you can read: description of immediate vicinity for controlled character (clear space, locked door, blown case...), icon function (move, wait,...) or messages such as "Detonator D'Arcy in 1:37 found \*somewhere\* closed door" (oh, this means: you fail to see it in planning phase, solution - boss i.e. you can assist him via walkie-talkie or go back to planning and correct action).

Commit phase is specially interesting, the boss can take two roles, as supervisor and/or to actively take part in action. By radio connection he can stop a member of the team and set a new task for him. In action case, take into consideration that boss's movement control is good but not perfect, so leave in plan timings a certain time for "boss's" unpreciseness. After completion of all tasks go back to you getaway car, switch to driver and drive into glory.

*Aleksandar Lukic*

# **SPECTRA**

BY ST. JOHN SWAINSON

Here we go again with another trip into the world of the best computer ever made, the spastically good Spectrum. I don't know if that was politically incorrect and frankly, I couldn't give a Scooby Poo even if it was. It's all about intention. If there is no intention to cause offence, what is the point in getting offended? For example, if I were to constantly hound a young footballer and his wife with made up stories, tabloid style, that would be hurtful and wrong, wouldn't it? I reckon. However, if I say C64 owners are all big smelly wallies, there is no intention to hurt them or cause offence because I am merely stating a fact.

Since the last issue, I have been putting on my cool shades and baseball cap (sideways), cracking open cans of low alcohol lager, avoiding now superfluous women, thinking how intelligent Jean Claude Van Damme films actually are and saying things like btw and lol. Yep, I've been surfing the internet.

To my delight, I have found that it is not always necessary to do all the above things to surf the internet. While there are undoubtedly a lot of people on the internet who use it as a substitute for women and to dumb themselves down, there are quite a few good things and people involved. This includes several decent Speccy sites.

It usually does not take long to see which are the good sites and who are the good people. The new band of glory seekers who currently think the Speccy is cool and want a part of it do

stick out. They say things like "I've just spent £100 on a +3 and leads at an auction!! Collecting ZX Spectrum stuff is expensive!!! But its cool!!!!" There are many people who genuinely love the Speccy and produce excellent sites. They are often friendly and some have appeared in the silky pages of DID.

## **BOING**

My favourite has to be an internet zine by the name of YS3. I cannot remember YS2 ever getting off the ground but YS3 certainly has. It is now on issue 6 and all back issues are available for free.

Its style and content are, surprisingly, influenced by our old mucker Your Sinclair. The influence spreads as far as columns called Joystick Jugglers, Pssst, news and reviews. As there is unlimited memory on the internet, all the columns are as long as the need to be. In issue 6, flaming loads of letters were received and all appear to have been printed. This absence of space constraints also means that a decent amount of screenshots can be printed with the reviews. And jolly good reviews they are too. Everything from early 80s classics to rare releases to brand new games.

I have to say that I still prefer paper based zines - probably an old fashioned view nowadays. But when it comes to computer based zines, this and Sinclair Classix are surely the best.

The relevant details are:

Website: ys3.co.uk

E-Mail: nathan\_c@ys3.co.uk

City: Bristol

Cartoon: Scooby Doo

Food: Whelk (possibly)

It's about time to ask you to

## SHUT YOUR MOUTH

if you are one of those people that constantly utters the most overused word in the English language. Should. You know the kind of thing: Kevin Keegan should pick this player, the government should do that, you should live your life the way the media tells you to etc. Nobody cares what you think, you dull arrogant fool. You are not as interesting as you think - not at all, in fact.

## TOP 10 BEST GAME NAMES

1. Fat Worm Blows a Sparky
2. Manic Miner
3. Jet Set Willy
4. Oh Shit
5. French Is Fun
6. Jack the Nipper
7. One Of Our Wombats Is Missing
8. Pacmania
9. Yie Ar Kung Fu
10. Cosmic Shock Absorber

As usual, the Speccy produces the best names for computer games apart from the C64s Attack of the Mutant Camels. Why do all PC and Playstation games have to have single word titles or snappy 2 word titles? Entertaining and apt titles, that's the way forward.

If you had a bike with a name like

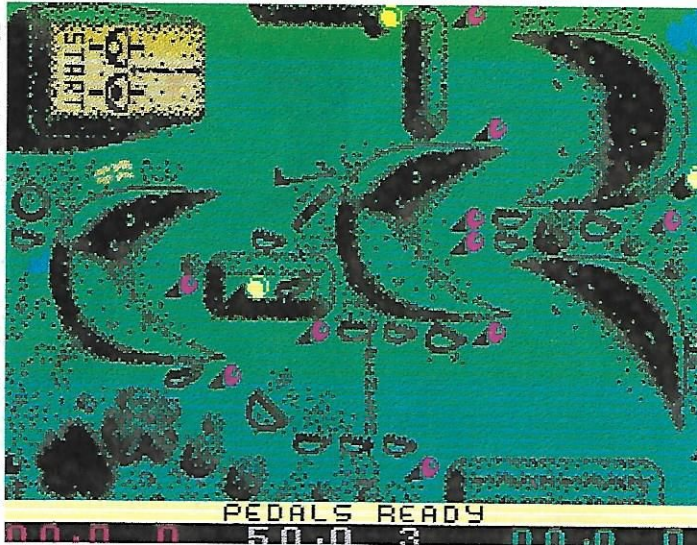
Chrome Burner in the 1980s, you had a BMX so were well a cool dude. I had a Striker but that didn't matter as I also had a Speccy so no-one could question my cool dude credentials. Along with the bunny hops, scrambling courses and park ramps that came with BMXs, Codemasters obliged with the obligatory Speccy tie-ins. There were others, of course, notably BMX Racers, BMX Freestyle and The BMX Buggers of Granddad's Old Treehouse (possibly). But none were half as good as the BMX Simulators.



The first BMX Simulator game, released in 1986, was the game that enabled Codemasters to become a successful company. They had released several games before this but none had made very much money. Without BMX Simulator, they could easily have ended up on the budget company's scrapheap with 10 or so titles to their name like Powerhouse, Budgie or First Star. As it is, they are one of the few Speccy companies still producing games for the machines of today.

BMX Simulator, or BMX as any of those modern magazines would write - they cannot include the word Simulator because their readers' attention would waver - is brilliant and in my irrelevant opinion, one of the best games ever to appear on the Speccy. I must have spent more time on this game than any other. No matter how much I play it, there is always a chance of knocking a fraction of a second off the track record or getting another chance at the impossible final track.

I'm sure you have all seen this game at least once but in the interests of pretending to write a review, I had better attempt to describe it. The screen is filled with a BMX race track viewed from



above. You race your smallish bike against one other, either the computer or a friend. The aim is to complete the track within the time limit. The part of the track you race on is surrounded by tyres, barrels and other things that will send you flying over the handlebars. There are big curved ramps on many corners which help you to go round the corners much faster, if you use them correctly. How about a picture to show what I have so accurately failed to describe:

Lovely. The graphics are actually very good - they clearly show what they need to show and give the game its own atmosphere. The only problem is that it can be quite difficult initially to tell which way your bike is facing but you soon get used to it.

Basically, this is a simple overhead viewed racing game. What makes it so good are all the little things so often ignored. Your bike handles excellently. It responds to your commands, obeys the slopes of the ramps and moves very smoothly. You need pixel perfect control on some ramps to take them at maximum speed. The bikes can move at quite a speed which means lightning reactions and constant concentration

are needed. There are often different ways to go round a corner leaving you the choice of developing your own style or trying to adapt your style to the quickest way round. You don't need add-ons to complete

a track - it's all down to you.

There is a nice reversal of the norm when you are racing the computer. If your bikes collide, it is always you that falls off. This gives you a good excuse for losing as it is so very unfair (and as any Arsenal or Chelsea fans will know, the only reason for a loss is that something was unfair). It also makes the game much more challenging and a successful overtaking manoeuvre is far more rewarding.

There is not much sound in the game which at least means that you don't get the usual irritating [Tony Hart]ing sound of most racing games. In addition, the soundtrack is bad enough to get on any Chris Evans play list. But when you have a game that you will come back to year after year, who gives a hang?

There are 7 tracks in all. Not very many but enough, especially as they are all difficult apart from the first two. I would be interested to know if any of you have completed the 7th track. I simply cannot do it. I have been round it without crashing at all and slowing down only where I think it is necessary but am still about 3 seconds off finish-

ing. Is it impossible or is it just me? Also, if anyone has some quick track times, please send them to me. I've got an E-Mail address if that is of any help:

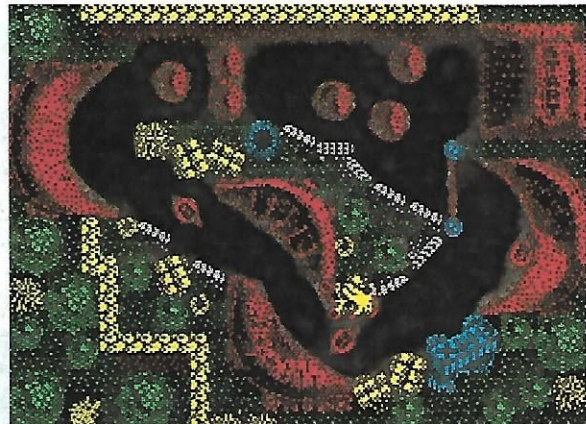
saaange@yahoo.ie

Its not my fault - all the good names had gone. And I'm not Irish, thank you very much. And my surname isn't Serious, either. And, before you ask, the old caretaker wasn't the man I least suspected. (Because you would have asked. Weirdo.)

Graphics	■■■■■■■■■■□□8
Sound	■■□□□□□□□□2
Playability	■■■■■■■■■■■■■■J10/K10
Addictiveness	■■■■■■■■■■■■■■10
Overall	■■■■■■■■■■■■■■10

Following the major success of BMX Simulator, no-one would be able to resist releasing a follow up. Codemasters were so confident that the follow up would be much in demand that they created a new label for it. Codemasters Plus was a short lived label selling games at £4.99 in double cassette plastic boxes. Quite why every company selling games at this sort of mid-price did not succeed is a mystery. People either assumed the games were budget games at a higher price or crap full price games. Neither was true for Professional BMX Simulator but this didn't stop the game underperforming in the charts.

Professional BMX Simulator was one of those rare games that actually used the space in the double cassette box to give you a second cassette. The game, as you can see from the screenshot, is very similar to BMX Simulator. You have to win over several tracks. One of the gimmicks introduced by this sequel is the different types of tracks. There are 3 sets of tracks spread across the



SPIKE	107	101	55	59	SUD
07.1 0	07.0 0	07.0 0	07.0 0	07.0 0	

### Professional BMX Simulator aka BMX Simulator 2

two tapes: sand, quarry and dirt. Each one behaves differently and requires different skills. There are 15 tracks in total which provides more of a challenge and more variety.

There are a couple of unnecessary gimmicks added from the first game including choice of tyres and pictures of the racers. The positive changes are the inclusion of a 128K version with music, an expert version of the dirt tracks, a free poster and sticker (very rare these days) and having 4 racers instead of 2. However, this does not produce a better game because the playability is slightly worse. It is hard to pinpoint exactly why this is it just does not feel as good. It certainly isn't bad but there isn't quite the same level of excitement and enjoyment to be had. The main advantage over BMX Simulator is the possibility of having all 4 bikes crash in a huge pile-up. Very entertaining, especially if you can use it to your advantage.

Graphics	■■■■■■■■■■□□□7
Sound	■■■■■■■■■■□□8
Playability	■■■■■■■■■■■■□J9/K9
Addictiveness	■■■■■■■■■■□□8
Overall	■■■■■■■■■■□□9

After Pro BMX Simulator, Codemasters decided to treat us to a third game, this time called BMX Simulator 2 and in their normal budget range. Fantastic, we thought, more skills and tactics to learn and more interesting variations on a classic game. But oh no. In a move later to be endlessly copied by Oasis and Manic Street Preachers, Codemasters released essentially the same game in different packaging. This is literally Pro BMX Simulator minus some of the tracks in a small box with a different inlay. So, Codemasters were either out to rip people off by selling them the same game twice or

trying to make up for the marketing failure of selling Pro BMX Simulator above normal budget price. Whichever it was, BMX Simulator 2 is not worth buying. I suppose it makes the games more collectable but that is not really the point. This doesn't even deserve its own facts box. It would get the same scores as Pro BMX Simulator with an overall mark of 1 for being identical to a game already on the market.

More Adventure Cove and Crap Games next time. Till then, squeeze some cheese.

## Invaders of the Lost Speccy Highscore Database

Yep, IotLS is back. Some interesting scores have been entered into the Database recently. But I would like to concentrate on BMX Simulator as St. John in Spectra asks you to send him your track records. I feel I would like to inform you about his track records which he has entered into the highscore database. So, when you inform him of your records why not send them to me as well, so that they can be entered into the database. Here's St. John's track records:

Track 1	19.5 Seconds	Track 4	28.9 Seconds
Track 2	26.2 Seconds	Track 5	12.7 Seconds
Track 3	29.1 Seconds	Track 6	37.1 Seconds

As you can read in Spectra, St. John has never managed to complete track 7. His score record is 4.260 points.

### Bomb Jack Compo.

Not really much of a success as only 2 people sent me a score, which means that Serge Debruyne has gone top on the Bomb Jack highscore table with an impressive score as you can see below. However, his name did not come out of the hat. The lucky winner of this compo is Rob Cattani, who asked for a free copy of DID if he won. So Rob, your subscription has been extended by another issue. To end this issue's IotLS, here is the updated Bomb Jack highscore table.

No.1	Serge Debruyne	3.080.000	Belgium
No.2	Michael Bruhn	1.243.960	Denmark
No.3	Aleksandar Lukic	1.038.460	Serbia
No.4	Rob Cattani	978.060	U.K.
No.5	Jim Grimwood	764.890	England

# The Speccy Catches on.

by Allan Lloyds

Most people who still use their spectrums will have a sizeable collection of games on tape. Many of these will likely be near the end of their lives. Copies are of low quality, and the originals after a possible 10-15 years of use will be just as bad. Just like an equivalent audio tape, computer tapes will wear out. Tapes will stretch, become dirty, are susceptible to damage and corruption from magnetic sources, and may also get chewed up in old tape recorders. Unfortunately, unless you start using an emulator, there is not much you can do. However, I have recently started a project to record the old games onto CD. Again, just like an audio CD, computer games recorded onto CD will, with care last a very long time (usually a minimum of 100 years). CDs will not wear out, are fairly resistant to dirt and scratches, and cannot be corrupted by magnetic sources. Most people nowadays have CD players and/or PCs with CD-Rom drives. As you know, a spectrum tape is just the same as an audio tape. You connect your spectrum up to the headphone socket on your tape recorder/Walkman and load the game by playing the tape. Spectrum games can be loaded up in exactly the same way from CD and of course, there are the additional advantages of not having to rewind the tape etc. If you would like some of your spectrum programs recorded onto CD, send me a sae along with details of the number of games you would like recorded. The basic price is £2 for the 74min CD, an additional 10p per track, plus postage. Bear in mind that you will have to time each game loading...the CD cannot hold more than 74mins of data. The game(s) can be arranged in one of three ways onto the CD...

1...One track can be equivalent to one side of the tape ie. track 3 will be side 1 of tape 2. This should be fine in most cases, and this is also cheapest as the CD will have fewer tracks.

2...One track can be equivalent to one program ie. track 1 will be the first program on side 1 of tape 1. This is only recommended (and possible) if you have more than one program per side of tape eg. magazine cover tapes.

3...One track can be equivalent of one file ie. track 1 will be file 1 on side 1 of tape 1. This is handy if your game(s) need to load additional level information after the main part of the program is loaded. Track 1 can be the main program, track 2 can be the next level and so on. However, you could still record the program as one track, and use the pause button on your CD player to pause playback between levels (as you might do with a tape). I will still record the main program files (usually a basic file, a screen\$ file and the machine code portion of the program) as a single track, however, for your (and my) convenience.

I realise this is a bit complicated, but for most people the first arrangement will be fine. Bear in mind also that many games have the same recording on each side, so you will only want side A recorded. All games MUST be checked for correct loading before they are sent to me...I will not take responsibility for problems loading the games from the CD. Relatively little quality is lost in the recording process, so if the game doesn't load, it's not my fault. However, should the CD be corrupted in any way (ie. noise not present on the original recording such as loud crackling or pops), then send it back within the next 14 days and I'll check it out. Check also that you have a decent CD player...if you're used to adjusting the treble/bass/tone settings on your tape player to get games to load, check that you can adjust your CD player in the same way. Most CD Walkmans have bass boost, but that is of no use when loading a speccy game.

Provided you take good care of the CD it could last 100 years, well outliving your Spectrum. And be realistic; will you still be playing Manic Miner on your Speccy in 2100?

Would you like to win such a CD? Well, it's your luck that we have one copy which you can win by sending us this form (photocopies allowed, but only one entry each person). The CD includes games like The Hobbit, Armageddon Man & Ms. Pacman and also some games mentioned in earlier issues of DID, like Football Frenzy, Popeye & Earth Shaker plus more.

Your Name .....  
Your Address .....  
E-Mail Address .....



# Pokeworld

It's here where you'll find Maps, Pokes, Tips & Solutions for various games.  
If you have any problems with certain games, ask us for help.

No map this time, but a full solution for that great DK-Tronics game Popeye. I looked everywhere, in all my mags and on the Internet, but I just couldn't find a full solution to that game. But Aleksandar Lukic is here for the rescue.

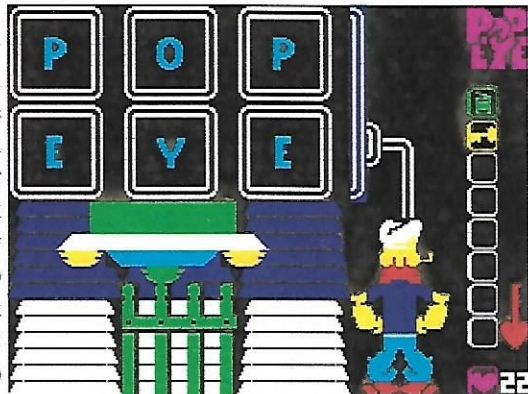
The stars in the solution means that you've entered a new screen. If that's not so, you've made a mistake in your quest to complete Popeye. First off, Aleksandar gives you an explanation about the different layers in the game. Here we go:

First, you have to understand 'realisation of 3rd dimension' in this game, every screen has 3 or 4 layers. As a result, up and down keys are used in 2 ways. If you are climbing, it's ordinary up/down but while you walk, they change Popeye's depth position on the screen i.e. move him toward you or backwards. Furthermore, when Popeye has an object/heart above his head pressing up/down will result with a very nice jump.

## Solution:

When the game starts, go down the stairs and go right \* Go to the rope. Enter building and climb rope until you reach the top. Go left to collect the key and return to the rope. Climb up \* Go left and jump to get spinach. Go back to rope and wait for the UFO to pass. Now move to the front layer and quickly run left and jump to get the coin. Now run back to the rope and climb down. \* Climb down rope, leave building and run left. \* Go up stairs and jump down, continue left. \* Go in front of the lighthouse and pick up the 2 hearts and the spinach. Enter the lighthouse (already collected key is automatically used to open the door). Go up stairs \* Climb to the top of the lighthouse. Run all around the lighthouse to collect the key and spinach. Go down stairs again. \* Now you can open the door on the lighthouse's 'middle floor'. Go left and jump up and take the key (which is on the screen above you). Leave the spinach on the right side for later. \* Now find your way back to Olive and give her the hearts. \* Go back to top of lighthouse. When Popeye is on the most front layer on the right side, you can move right and go onto a platform. \* When the UFO comes along press down to jump onto UFO. Jump off the UFO over the heart by pressing up for a 'backwards jump'. You now fall through the roof and can pick up the heart. Go left until you fall down. \* Go back to the lighthouse and get onto platform again. \* Now jump onto UFO again and continue into the next screen. \* Jump of UFO while over the chimney and you'll fall down and collect a key. \* Move left and collect heart, continue left into the next screen. \* Here you'll collect the key. Go down stairs and open door. \* Now visit Olive and give her your hearts. \* Get back up to the platform at the lighthouse and jump onto the UFO. \* Continue until you get to the fruit machine. Jump of UFO at lever and you'll fall all the way down to the ship, where you'll land on the ships plank. Climb up the main mast. \* Take the 2 hearts. Go to middle of sail and jump down. \* You should then fall on cabin entrance (only when you're in front of the sail you can enter the cabin). Go down into the cabin and collect the key in porthole. That key is for "secret passage", i.e. door on the bottom of the sea. To get there just step onto plank and jump down (beware of shark). \* Collect the 2 hearts, and enter the passage which leads to starting screen.

\* Give Olive your hearts and get back up onto the UFO. \* Now jump off the UFO before lever on the fruit machine. Now it's time to play the fruit machine. Notice that you are safe from the UFO on the highest steps or when you are in "zero" layer. If you try to go across the screen in that layer (zero) you'll fall through the crow's nest. The goal is to get the letters P-O-P-E-Y-E (like on the screen to the right) by pulling the lever, this will be awarded with 6 hearts!!! To hold a needed letter you'll have to move up 'n' down on appropriate block of steps (6 letters - 6 blocks / 3 white & 3 blue). When you've spelled POPEYE they'll turn into



hearts. Collect these hearts and go to layer zero and fall down through the crow's nest. \* Now go onto platform and jump into water (beware of shark). \* Go through door and give Olive the hearts. \* Get back up on the UFO and jump of at the fruit machine. Go to layer zero and jump down through the crow's nest. \* Jump up and collect the lower heart on the sail and jump down from the fence onto the ship. Go out on platform and continue into the next screen. \* Collect the match. Go left. \* Jump into water. \* If there's any hearts left in the water pick them up and go through door. \* Give Olive hearts and go up onto UFO. \* Jump off UFO at rope on the chimney screen. Climb up rope. \* Go out through door and jump to collect key for cannon room. Don't pick up heart as the dragon will kill you. Go back through door and climb up rope. Go left and go down the stairs until you reach dragon. Now go left. \* Use key to open door. Go left and pick up heart. To reach the top of the upper screen you have to ride a cannonball. If you bring the match to this screen, the cannon will start to fire. The idea is to fall from upper screen onto green shoot/flame (i.e. cannonball), which would carry you to desired top. Red and yellow shoot/flame will kill you. So, now you have to time your jump down onto the cannon. I suggest that you climb the rope until only Popeye's legs are in view, wait for red shot, then quickly climb up, go left and drop down onto cannon. \* After successfully launching, take the key. This screen, and also the screens to the left and right are full of rooms in pseudo-3D manner, so you'll need some experience here, if you want to move quickly in this area. On the screen to the left you'll find the dragon potion and 2 hearts. \* Now you must get back to the dragon. Go back behind stairs so that you can get back to the screen on the right. \* Go to layer "one" and go right. Now you should fall down onto cannon. Quickly jump down from cannon and go right through the opened door. Go right. \* Now go up and right and go through door to collect heart near dragon (the dragon potion you picked up will protect you). \* Go to Olive and give her the hearts. \* Find your way back to the cannon room. Climb up rope. \* Go right and open the door and take heart. Go right. \* Climb rope and pick up top heart. Climb down, and jump of platform. Now jump and take second heart. Climb up the other rope and get up to the door. Jump down to get the key. Climb up again and open top door. Climb up. \* Go through door to the left and collect heart on your right side. Go out again and go left. \* Go through door and go right to get back to the previous screen, where you'll pick up the last heart. \* Now bring the rest of the hearts to Olive and enter the her house. Inside house, go right and watch what happens. THE END.

## Football Frenzy Solution (Part Two)

ASK FOR MANAGER (you will enter the office), ASK FOR LOAN (you will be refused and pushed out), LEAVE BANK, N, W, N, N, E (Rory enters and drops some money - he sold his story to the press), TAKE MONEY, W, S, S, W, W, S, S, ENTER SHOP, BUY KIT, LEAVE SHOP, N, N, N, E, N, N, E (it's time for the photo), W, W, W (the photographer says that your star player is missing), ASK JOSH FOR RORY (no one knows where he is), E, E, S, S, S, S, S, NE (nothing suggests that this path exists from here), TALK WITH RORY (he just wanted to be alone for a while; now it is too late so you will go to sleep; you will wake up in the office by a ringing phone), ANSWER PHONE (somebody from the team is captured in the police station), W, S, S, W, W, S, W, ENTER STATION, TALK WITH SERGEANT (he will show to you totally drunken Rory - oh no, what happening with him; by the way, his friend Joe Mason is taunting you), STRIKE JOE (the Sergeant will push you out; after a while you and Rory are in the bathroom), PUSH RORY INTO TUB (to sober him), W, S, E (you will be informed that one player got hit by a bus, so you need a new player), CALL SECRETARY (she will take a ticket for Mr Bomb), W, S, S, S, S, S, NE, EXAMINE KIDS, PLAY FOOTBALL (you will find a good kid for a team), SW, N, N, N, N, N, E (the intercom reminds you that it's the time for the appointment in the recording studios), W, S, S, E, E, ENTER STUDIOS, TALK WITH ENGINEER, SING (of course, "here we go"; after this, you will leave the studio), N, W, N, N, E (Wilf asks you where's the ticket you promised to him), GIVE SANDWICHES TO WILF (he will leave, but still expecting a ticket; a new man will enter the office), LOOK (he is a coach driver), TALK WITH DRIVER (he wants an advance for the coach), W, N, ORGANISE COLLECTION (the last method to get some money), S, E, PAY DRIVER (now is too late, so you will sleep; the big day dawns), WAIT (for the Miss Jones; she will report to you news about Wilf), W, S, S, E, N, ENTER COACH (you have stomachache - do you remember what happened with Wilf), SWALLOW SETTLUMS (to cure yourself), START COACH, WAIT (the engine will cough, and the coach will become broken), SING (rival fans will ambushe you), SEARCH COACH (there is a sun-roof above), CLIMB ON COACH, WAVE (a taxi will see what is your problem and will call for the police; after a while you will be transported tho the Wembley station), WATCH GAME (you will become victorious - well done).

*That was the full solution to Football Frenzy. The first part of the solution was printed in issue 4. You can still order that issue, if you missed it. Let's end this Football craze by also giving you some hints to this game, also by Zeljko Juric.*

- Type TEXT to turn picture drawing off, and GRAPHICS to turn picture drawing on again.
- The game is a bit buggy, but all bugs are mainly harmless (as harmless as the Millenium Bug? Ed.).
- Verbs EXAMINE and SEARCH are usually synonyms in most adventure games. Not in this game (here they have different meanings). Examining is not strictly necessary (it will give clues). Searching can discover new objects.
- Read calendar in your office to check the current date (the game begins on Wednesday, 18th, and ends on Saturday, 21st).
- To learn which is the most important demand to pay, try to type PAY ELECTRICITY DEMANDS, PAY MA WILLIS DEMANDS or PAY WATER AUTORITY DEMANDS. You will get a message about what will happen if you don't pay some of the demands.
- If WAVE near the end of the game seems illogical for you, try GESTICULATE instead.
- The following tasks need not to be done to finish the game: sending letters which Miss Jones forgot to post, chatting with Rory about his love problems, calling another coach firm and going to the press conference. But, skipping these tasks will distroy the natural logic of the game. This is very probably caused by bugs in the game (most probably, the author forgot to test some flags which tell whether these tasks are completed).
- The author also planned that after the coach become broken, you must leave the coach, push the coach, then enter coach again. Due to a bug, this is not necessary.
- You can buy beer or whiskey in the bar, and drink them, even without money (what a wonderful world). But, there is no point in this.
- Phone box in Miller Road is useless.
- All objects can be examined. Messages like "nothing special" are very rare in this game. The game is full of messages.
- A bit of humour: try to kiss Miss Jones, or to pray. Also, try to ask Miss Jones to wash the dirty kit...
- Of course, this is an extremely peaceful adventure, so it is impossible to die in this game. Simply, a new day will not dawn until you finish all tasks for the current day.

## **THEY STOLE A MILLION - ARIOLASOFT**

*You've probably read Aleksandar's review of this game earlier in this mag, here comes some tips as well. Maybe I should rename Pokeworld into Aleksandar's World :-)*

*No wonder Aleksandar is topping the TSAM Invaders of the Lost Speccy highscore chart. The review and these tips really show that he know what he is talking about, and it also shows that he must have played it a lot. Aleksandar has completed the game with a score of \$1.145.575. Can you beat that? Well, good luck.*

- Buy/read all possible information about site, make a map, analyse which info materials can be dropped, it would save cash. For example, don't buy safe mechanism pattern if you have an explosive expert! Restart game and with minimal expenses proceed to planning phase.
- Minimize your team, the boss can fix alarms very nicely, pick lock here and there, good combination of skills is essential, blockheads can't do smart job.
- Some treasures are not available unless you bought info about them.
- Notice when smashing/blowing up instead of "gently" force opening can destroy swag.
- Make camera's time schedule on 3rd raid, for example in the entrance room camera is active from 1:20 (min:sec) to 1:29, then 2:40-2:49 which means period is 1:20.
- To ensure safe gang's movement also make guard's time table, in Merchant he climbs on the 1st floor at 0:21, enters ground-floor in 0:43, and in 1:27 he's up again, so period is 1:06.
- Final raid looks hard at the first glance, impossible on second but it isn't.
- For the end here is one of "higher technics" (psst it's secret)! In the Art Gallery as I already mentioned, after raid completion amount of money left for the next raid is critical. So instead of elegant disabling of all alarms, fix only pressure one, do "everything" but pictures and then synchronize gang to consciously activate alarm for pictures (by taking them) more or less in the same time. Run away along with siren sound but police will be late. Result? Savings on alarm circuits and more adrenaline during finish.

## Andy Ryals' Pokeworld Pokes

Good God, is it really that time again to write another Pokeworld for Michael? Nearly April 2000, where is the time flying? What an excellent issue DID 4 turned out to be. I like the Michael Batty interview, for those of you that are eagle eyed enough you'll see that he mentioned someone hacked Earthshaker when it was released. That was me, I hacked it.

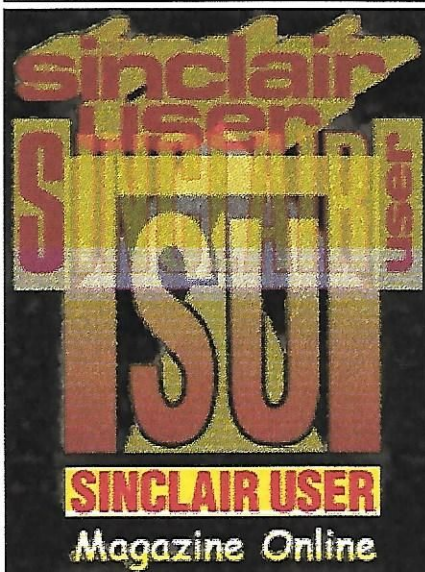
OK READERS HERE WE GO WITH YET ANOTHER SECTION OF POKES FOR GAMES.

Game	Poke	Effect	Author / Company	Year
Bumpy	47771,0 48217,0 48631,0 51044,0 47836,0 51576,0:52155,0 51717,0:52807,0 :52296,0	Lives 99 Of Everything Full Level Bonus Compressed Levels Infy Hammers Infy Keys Infy Water Drops	Loriciels	1989
Earth Shaker	35344,0	Infy Lives	Michael Batty	1990
Grand Prix Sim.	53152,201	No Cars	Codemasters	1987
Gunboat	42915,0	Lives	Piranha	1987
Kemshu	25790,0	Time	Cult	1988

Comments, looking through the last issue of DID there were stacks of games that really did not need hacking, i.e. All the adventure games mentioned, all the JSW/MM games (hacked zillions of times already), Dr. Destructo (My pokes!) got hacked as well, Styx has been hacked in previous issues of DID, International 3D tennis/International Rugby Simulator (what can you hack in these very crappy games?). Finally Klass of 99 is PC (nuff said). So erm, not much to hack really, old Your Sinclair games seemed to be the flavour of DID4 so I included some of my old hacks for old cover tapes.

## Internet Access

By Michael Bruhn



In the last issue there wasn't any space for Internet Access, but in this issue it's back. Not a whole page, but with very interesting news about a new site. Here we go.

We already have a Crash, Your Sinclair & Your Spectrum mags index site. Now, finally there's also a Sinclair User mags index site called Sinclair User Magazine Online (SUMO). The brave guy behind this huge project is Dave Foreman. At the moment of writing this piece of info, SUMO covers 22 of the 133 released Sinclair User mags. The URL is:

<http://www.sincuser.f9.co.uk/>

Dave is missing quite a lot of Sinclair User mags, so please visit his site, and check the list of mags he wants, and if you have any of them spare, please contact him.

That's it, maybe there'll be space for more Internet Access in the next issue. Until then, bye.